

## ABSTRACT

A fishing game apparatus (10) has a casting rod (12) connected to a television monitor (16). The casting rod (12) is built therein with a game processor and an acceleration sensor. During casting, an acceleration signal is inputted from the

5 acceleration sensor to the game processor. The game processor calculates a corresponding casting distance and displays, on a game screen of the monitor (16), a splashdown point according to a distance calculated. By providing a light gun in the casting rod (12), the game processor can recognize a direction of casting and move the rod in that direction on the game screen.

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